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09/240,509	1/29/99	HARI KALVA	AP 31569

EXAMINER	
PRIETO, B.	
ART UNIT	PAPER NUMBER
2142	14

DATE MAILED:

### EXAMINER INTERVIEW SUMMARY RECORD

All participants (applicant, applicant's representative, PTO personnel):

- (1) Prieto, B. (Ex.) (3) Ragusa, P. (Reg. #35,587)  
(2) Thompson, M. (Acting Sup. Ex.) (4) Eleftheriadis, A.; ~~Kutner, H.~~ (Inventors)

Date of interview 01/28/03

Type: ☐ Telephonic ☒ Personal (copy is given to ☐ applicant ☐ applicant's representative).

Exhibit shown or demonstration conducted: ☐ Yes ☒ No If yes, brief description:

Agenda & Proposed Amendment submitted

Agreement ☐ was reached with respect to some or all of the claims in question. ☐ was not reached.

Claims discussed: 1 & 8 : Woods ; Wired for Speed : Efficient Route in VRL 2.0

Identification of prior art discussed: Discussed agenda ; Applicant was guided as to how to amplify the "SERVER and "command nodes" ROUTE COMMANDS" to be distinguishable from the ROUTE COMMAND in standard MPEG-4.

Description of the general nature of what was agreed to if an agreement was reached, or any other comments: Rejection & response to arguments stands.  
Submitted amendment will subject to further examination & /or search.

(A fuller description, if necessary, and a copy of the amendments, if available, which the examiner agreed would render the claims allowable must be attached. Also, where no copy of the amendments which would render the claims allowable is available, a summary thereof must be attached.)

Unless the paragraphs below have been checked to indicate to the contrary, A FORMAL WRITTEN RESPONSE TO THE LAST OFFICE ACTION IS NOT WAIVED AND MUST INCLUDE THE SUBSTANCE OF THE INTERVIEW (e.g., items 1-7 on the reverse side of this form). If a response to the last Office action has already been filed, then applicant is given one month from this interview date to provide a statement of the substance of the interview.

☒ It is not necessary for applicant to provide a separate record of the substance of the interview.

☐ Since the examiner's interview summary above (including any attachments) reflects a complete response to each of the objections, rejections and requirements that may be present in the last Office action, and since the claims are now allowable, this completed form is considered to fulfill the response requirements of the last Office action.

MARC THOMPSON 2142

BAKER BOTTS, L.L.P.  
30 Rockefeller Plaza  
New York, NY 10112-4498  
(212) 408-2500

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MESSAGE : Attn: Examiner: B. Prieto  
Please let me know if you are available for an Interview during  
the week of January 13th.

Group Art Unit: 2152

PTO Phone Number: 703 305-0750

CERTIFICATE OF FACSIMILE TRANSMISSION

I hereby certify that this paper for Serial No. 09/240,509 is being facsimile transmitted to the Patent  
and Trademark Office on the date indicated below.

Paul A. Ragusa (35,587)

Attorney Name (212) 408-2585

Signature

January 6, 2003

Date

(TO BE COMPLETED IN DUPLICATE)

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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent Application of:

Hari KALVA et al.

Application Number: 09/240,509

Filed: January 29, 1999

For: METHOD AND SYSTEM FOR CLIENT-SERVER INTERACTION IN INTERACTIVE COMMUNICATIONS

Examiner PRIETO, BEATRIZ

Group Art Unit 2152

PROPOSED INTERVIEW AGENDAI. The Claimed Invention – Proposed Amendments (parallel amendments to claim 8)

1. A method for communicating command information between a server and a client across a network in an interactive communication system, comprising:  
 generating a command message including a command, a command descriptor, and one of a server route and a command node in the client; and  
 transmitting the command message across a communications network from the client to the server upon occurrence of a triggering event.

II. The Woods Reference.

The Examiner concedes that Woods does not disclose "client" and "server" interaction, but argues that this would be obvious to one of ordinary skill in the art. Woods describes an implementation of the VRML specification. The VRML specification does not have a server. The event in Woods only affects the current scene after it is loaded.

Per Applicants specification, "an important distinction between VRML and MPEG-4 is that in the latter, scene descriptions can be updated dynamically using time-stamped commands. In contrast, VRML operates on static 'worlds.' After a world is loaded, there is no mechanism to modify it." A VRML scene runs in a single process on a single machine.

There is no mention or suggestion in Woods or in the VRML specification to send a command message to the server. The messages sent in Woods are sent in order to affect the scene itself. As stated in Woods, "The goal of this design was to provide an efficient implementation of *node-to-node* communication *as required for animation of VRML 2.0 scenes.*" Woods, §7 (emphasis added). This is exactly what Woods comprehends. After a scene is loaded into a computer, various events can generate messages to animate the scene.

The Examiner has not pointed to any teaching or suggestion in Woods that would provide a person of ordinary skill in the art motivation to change the Woods technique into the claimed technique by adapting that technique for a client-server system.